WHAT IS CLAIMED IS:

I	1. A message output device, comprising:
2	a battle control unit (204) which controls a battle between characters
3	belonging to opposing friend and enemy sides in a virtual space based on a predetermined
4	instruction input;
5	a message storage unit (208) which stores a plurality of messages matching
6	winning and losing statuses of the friend and enemy sides;
7	a winning and losing status detection unit (205) which detects winning and
8	losing statuses of the friend and enemy sides which change in accordance with progress of
9	the battle controlled, at each predetermined timing;
10	a message acquisition unit (209) which acquires a message matching the
11	detected winning and losing statuses; and
12	a message output unit (212) which outputs the acquired message.
1	2. A message output device, comprising:
2	a battle control unit (204) which controls a battle between characters
3	belonging to opposing friend and enemy sides in a virtual space based on a predetermined
4	instruction input;
5	a message storage unit (208) which stores a plurality of main messages
6	matching progress statuses of the battle, and a plurality of sub messages matching winning
7	and losing statuses of the friend and enemy sides;
8	a main message acquisition unit (209) which acquires a main massage
9	specified in accordance with progress of the battle controlled;
10	a sub message acquisition unit (209) which detects winning and losing statuses
11	of the friend and enemy sides which change in accordance with the progress of the battle
12	controlled at each predetermined timing, and acquires an arbitrary sub message matching the
13	detected winning and losing statuses; and
14	a message output unit (212) which outputs the acquired main message and sub
15	message based on a predetermined condition.
1	3. The message output device according to claim 2,
2	wherein in a case where the main message and the sub message are acquired at
3	a same time, said message output unit (212) outputs the main message preferentially.

I	4. The message output device according to claim 2,
2	wherein:
3	a priority order is set for each main message and each sub message; and
4	said message output unit (212) outputs the acquired main message and sub
5	message in an order based on the priority orders.
1	5. The message output device according to claim 4,
2	wherein:
3	a life duration time is set at least for each sub message; and
4	said message output device further comprises a message deletion unit (211)
5	which deletes any sub message whose life duration time has passed among the sub messages
6	acquired.
Ü	acquirea.
1	6. A message control method utilizing a message storage unit (208),
2	where said message storage unit (208) stores a plurality of main messages matching progress
3	statuses of a battle, and a plurality of sub messages matching winning and losing statuses of
4	friend and enemy sides, said method comprising:
5	a battle controlling step (S301) of controlling a battle between characters
6	belonging to opposing friend and enemy sides in a virtual space based on a predetermined
7	instruction input;
8	a main message acquiring step (S303) of acquiring a main message specified
9	in accordance with progress of the battle controlled;
10	a sub message acquiring step (S303) of detecting winning and losing statuses
11	of the battle which change in accordance with the progress of the battle controlled at each
12	predetermined timing, and acquiring an arbitrary sub message matching the detected winning
13	and losing statuses; and
14	a message outputting step (S306) of outputting the acquired main message and
15	sub message based on a predetermined condition.
1	7. A program for controlling a computer to function as:
2	a battle control unit (204) which controls a battle between characters
3	belonging to opposing friend and enemy sides in a virtual space based on a predetermined
4	instruction input:

5	a message storage unit (208) which stores a plurality of main messages
6	matching progress statuses of the battle, and a plurality of sub messages matching winning
7	and losing statuses of the friend and enemy sides;
8	a main message acquisition unit (209) which acquires a main massage
9	specified in accordance with progress of the battle controlled;
10	a sub message acquisition unit (209) which detects winning and losing statuses
11	of the friend and enemy sides which change in accordance with the progress of the battle
12	controlled at each predetermined timing, and acquires an arbitrary sub message matching the
13	detected winning and losing statuses; and
14	a message output unit (212) which outputs the acquired main message and sub
15	message based on a predetermined condition.
1	8. A computer-readable information recording medium storing a program
2	for controlling a computer to function as:
3	a battle control unit (204) which controls a battle between characters
4	belonging to opposing friend and enemy sides in a virtual space based on a predetermined
5	instruction input;
6	a message storage unit (208) which stores a plurality of main messages
7	matching progress statuses of the battle, and a plurality of sub messages matching winning
8	and losing statuses of the friend and enemy sides;
9	a main message acquisition unit (209) which acquires a main massage
10	specified in accordance with progress of the battle controlled;
11	a sub message acquisition unit (209) which detects winning and losing statuses
12	of the friend and enemy sides which change in accordance with the progress of the battle
13	controlled at each predetermined timing, and acquires an arbitrary sub message matching the
14	detected winning and losing statuses; and
15	a message output unit (212) which outputs the acquired main message and sub
16	message based on a predetermined condition.